IMPERIUM

A GAME BY

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SOLO RULEBOOK

This rulebook contains the rules for playing *Imperium* solo. You should familiarise yourself with the rules for multiplayer games before reading this booklet.

SETUP

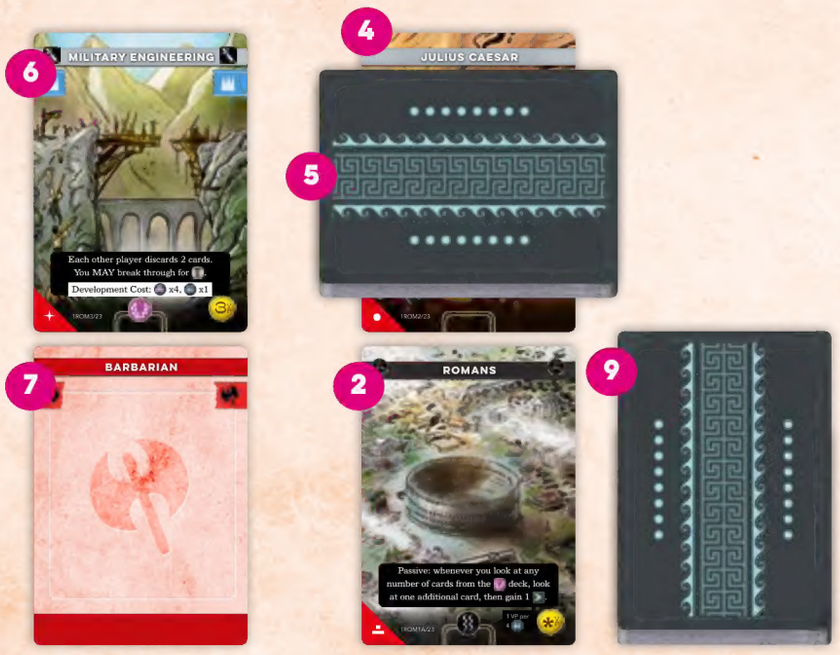
COMBINING CLASSICS AND LEGENDS

If you have both *Imperium: Classics* and *Imperium: Legends*, make the following changes to setup:

1. You can play as any of the 16 available nations.
2. The bot can be any of the 16 available nations.
3. When you perform the commons setup, use the commons cards from either box. Check if any of the cards have the same name as your or the bot's chosen nation. For each card that does, replace it with a random card from the commons cards in the other box.
   If the new card shows a 4 or a 3+, or if it has the same name as one of the chosen nations, draw a different replacement card instead.

PLAYER SETUP

Player setup is exactly the same as in the multiplayer game.



You take the following steps:

1. Choose a nation and take all the associated cards, as indicated by the colour in the bottom left corner.

> Before choosing a nation, you should look at the 'Nations' section on page 20 of the rulebook for an overview of the different decks.

2. Place your card in front of you, to the left of your play area. You can place it either side up, but you cannot change this later in the game. This is your **power card**.

> For new players, we recommend playing with the B side up.

3. Place any other cards below your power card, if you have any.

> Only the Arthurians and Utopians have additional cards.
> If you're playing as the Arthurians, place *King Arthur's Court* face up below your power card.
> If you're playing as the Utopians, put *Visons of Shangri-La* on top of *Gates of Shangri-La* and place them below your power card. The top card in this pile is your **journey card**.

4. Place the card face up above the power card.

> For most nations, the card is your **accession card**.
> For the Vikings, this is your **zenith card**.
> For the Arthurians, this is your **nadir card**.
> The Atlanteans and Utopians don't have an card.

5. Shuffle the cards into a face-down deck and place it on top of the card, perpendicular to it. This is your **nation deck**.
6. Place all the cards face up to the left of your nation deck. This is your **development area**.

> For most nations, the cards are your **development cards**.
> For the Arthurians, these are your **quest cards**. When quest cards are in the development area, they are considered to be your **impending quests** in your **quest area**.
> The Atlanteans do not have a nation deck.
> The Utopians do not have a nation deck or any development cards.

7. Place a **state card** with the side up to the left of your card area.

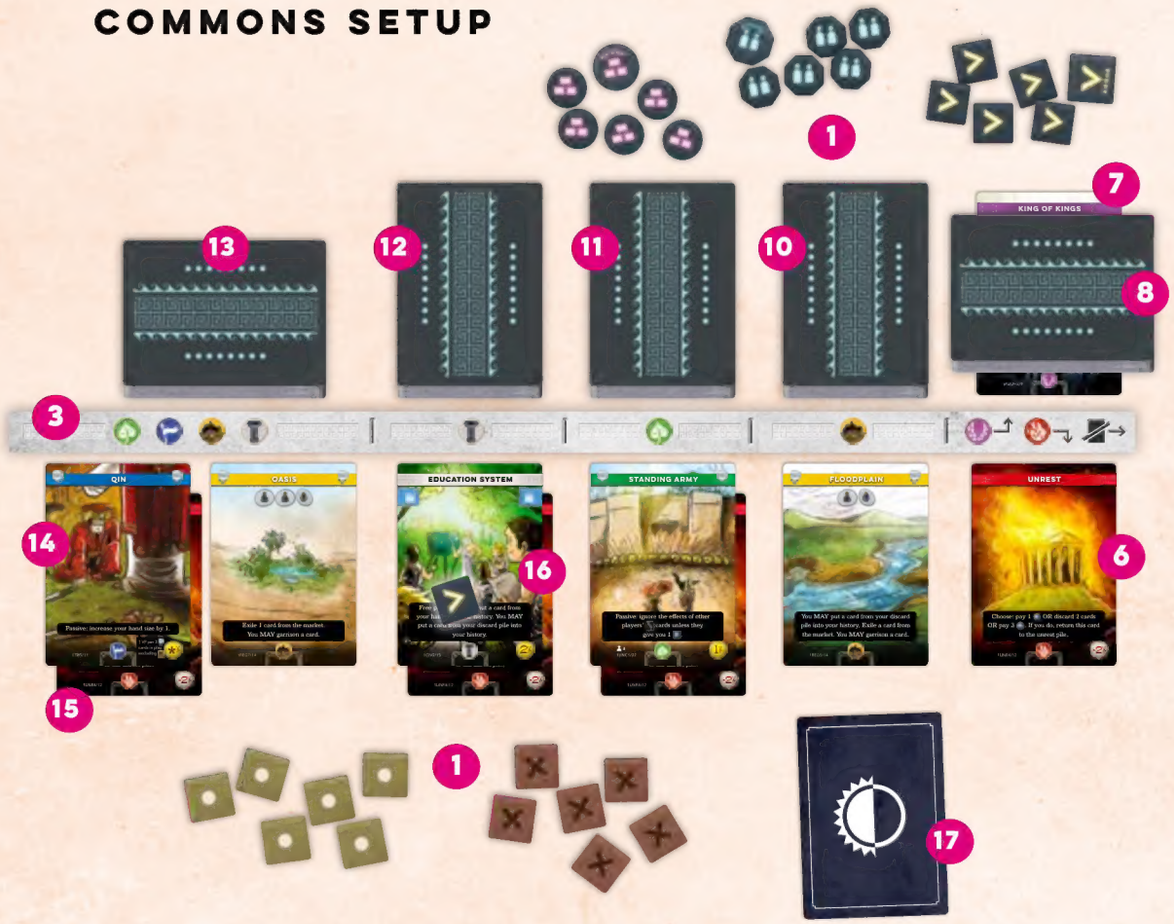
> If you're playing as the Atlanteans, instead place your state card with the side up.

8. Add any cards to the commons cards.

> Only the Arthurians, Celts, Olmecs, Qin, Utopians, and Vikings have cards.
> All cards are cards. Some cards might be removed from the game during step 5 of commons setup.

9. Shuffle all remaining cards into a face down deck and place it to the right of your power card. This is your **draw deck**.
10. Draw five cards from your draw deck to form your starting hand.

COMMONS SETUP



1. Place all the , , , , and tokens on the table. This is the **supply**.
2. Take 3 , 2 , 1 , 5 , and 3 tokens. Place your and tokens on your state card.

> If you're playing as the Utopians, only take 3 tokens instead of 5.

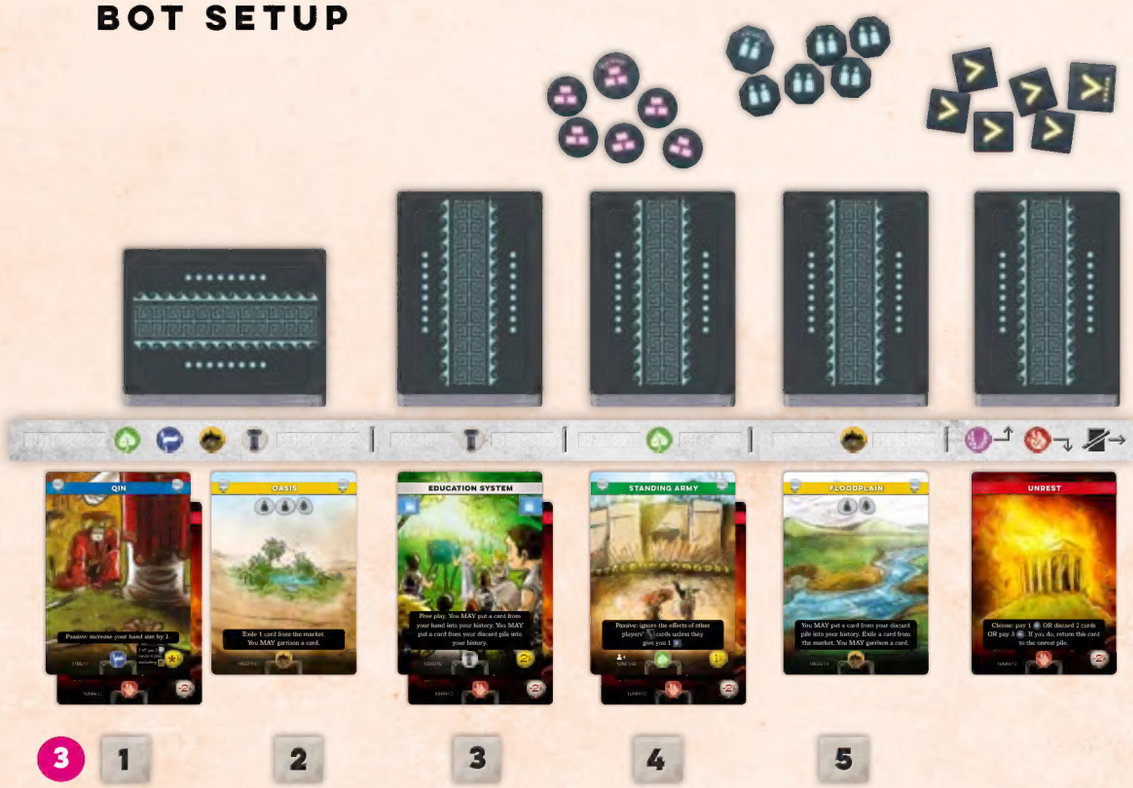
3. Place the **market board** face up in the middle of the table.
4. Sort all the commons cards by suit: , , , , , and . These can also be distinguished by the colour of their banner.

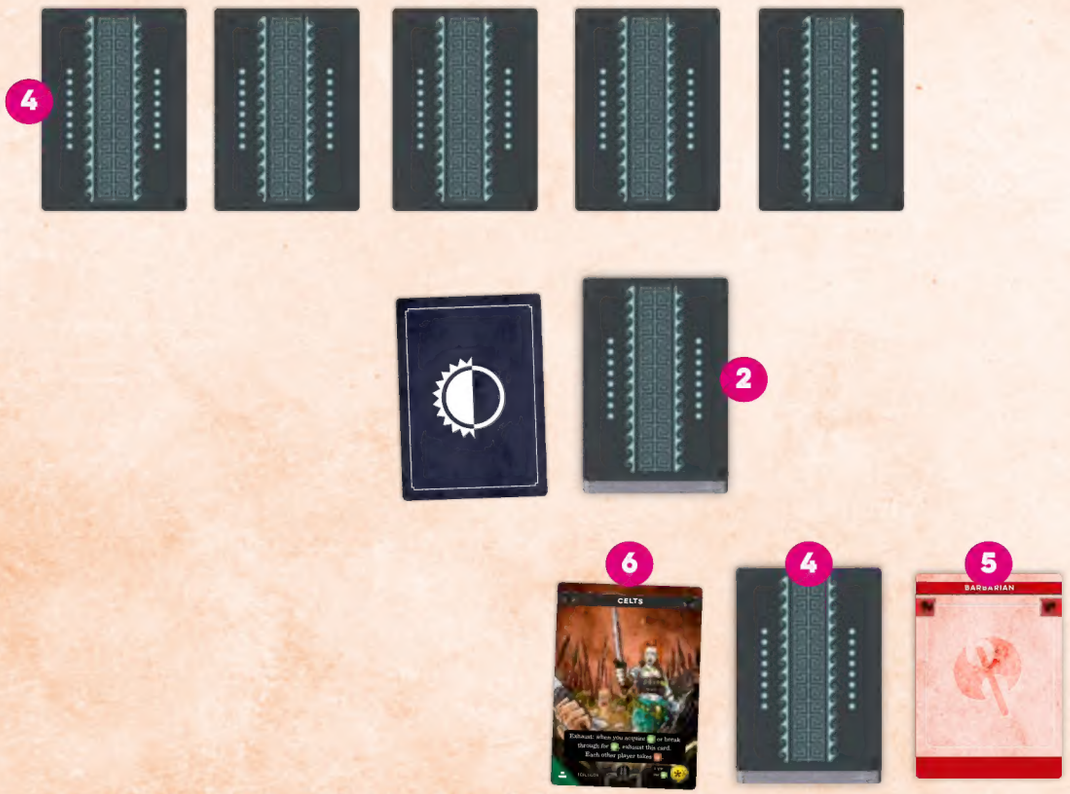
> Some cards have both the and icons. For setup, these count as cards.

5. Remove all commons cards with a 3+ or a 4 from the game.
6. Place all the cards face up, below the icon on the market board. This is the **unrest pile**.

7. Place the card *King of Kings* face up (the A side up), below the icon on the market board.
8. Shuffle the remaining cards into a face-down deck and place it on top of the *King of Kings* card, perpendicular to it. This is the **fame deck**.
9. Without looking at them, remove the top two cards of the fame deck from the game.
10. Shuffle the cards. Place six of them in a face-down deck, above the icon on the market board. This is the **region deck**.
11. Shuffle the cards. Place six of them in a face-down deck, above the icon on the market board. This is the **uncivilised deck**.
12. Shuffle the cards. Place six of them in a face-down deck, above the icon on the market board. This is the **civilised deck**.
13. Shuffle all the remaining , , and cards together with the cards and place them above where it shows , , , on the market board. This is the **main deck**.
14. Draw one card from each of the region, uncivilised, and civilised decks and place each card face up, opposite respective deck below the market board. Draw two cards from the main deck and place them face up opposite it, below the market board. These cards form the **market**.
15. Tuck an card from the unrest pile underneath each , , and card in the market.
16. Place a progress token on each card in the market that doesn't have an icon.
17. Place the solstice marker to your right, between your play area and the bot's play area. You are the **starting player**.

BOT SETUP





1. Choose a nation and take all the associated cards, as indicated by the colour in the bottom left corner, placing them next to your play area.
2. Create the **dynasty deck**:
   A. Sort the ✦ cards in victory point order and place them in a face-down pile, with the higher value cards at the top. Treat all * cards as having a value of 5 and treat all ? cards as being worth the highest value. If multiple cards have the same value, determine their order randomly.
   B. Place the ● card **face up** on top of the stack of ✦ cards.
   C. Shuffle the ❨ cards and place them in a face-down stack on top of the ● card.

> If you're playing against the **Arthurians**, instead of step 2, do the following:
> A. Place the ✦ card *Graal* face up.
> B. Shuffle the remaining ✦ cards and place them face down on top of the *Graal* card. These are the **impending quests**.
> C. Place the ● card face up next to the impending quests.
> D. Shuffle the ❨ cards and place them in a face-down stack on top of the ● card. This is the **dynasty deck**.
> E. Remove *King Arthur's Court* from the game.

> If you're playing against the **Atlanteans**, during step 2, replace step A with the following:
>
> A. Set aside all ✦ cards that are . Sort the remaining ✦ cards in victory point order and place them in a face-down pile, with the higher value cards at the top. Treat all * cards as having a value of 5. If multiple cards have the same value, determine their order randomly. Shuffle the set-aside cards and place them on top of the pile.

> If you're playing against the **Utopians**, you don't construct a dynasty deck. Instead, put *Visons of Shangri-La* on top of *Gates of Shangri-La*, both face up. The top card in this pile is the bot's **journey card**.

> If you're playing against the **Vikings**, skip step A. The ● card is the bottom card of the dynasty deck.

3. Place slot markers 1–5 underneath the cards in the market, so that each card has one marker underneath it. The markers should be placed in ascending order, from left to right. Slot marker 6 can be returned to the box.
4. Shuffle the remaining cards and place one card face down under each slot marker. The rest forms the **bot deck**.
5. Place a **state card** with the side up next to the bot deck.

> If you're playing against the **Atlanteans**, instead place the bot's state card with the side up. Note the Atlantean bot has a history pile rather than a sunken pile.

6. Place the card next to the bot deck. The only function of the bot's power card is to store the bot's history. **All symbols and text on the bot's power card are ignored.**

HOW TO PLAY

The game is played in a series of rounds. In each round, you take a turn and then the bot takes a turn. Then the round ends and you resolve a solstice (the bot ignores the solstice keyword).

THE BOT'S TURN

First, roll the die and set aside the face-down card in the slot that corresponds to the die value. Place the card face-down underneath the die. If you roll a number that does not correspond to a slot, do not set aside a card.

Then resolve the remaining face-down bot cards, moving from the lowest- to the highest-numbered slot.

RESOLVING BOT CARDS

To resolve a card, flip it face up and consult the nation-specific reference tables (see pages 13–22). Use the table with the symbol (or) that matches the one shown on bot's state card. **Do not resolve any of the text on the card itself.**

When resolving a card, take the **topmost action** in the table that matches the card drawn. A card matches if the name, type, or suit is the same as the action listed in the table. All the contents of the row are considered part of the same action.

Any part of the action written in bold refers to you. All other text refers to the bot.

If no part of the action can be resolved, find the next matching action instead.

If some or all of the action can be resolved, resolve as much of the action as possible.

Then, unless the action specifies otherwise, place the card in the bot's discard pile.

You will only ever resolve one action for a card, even if it matches multiple actions. If you reveal an card, do not consult the nation-specific reference table. Instead, return it to the unrest pile.

BOT CLEAN-UP

Once all the cards in the card slots have been resolved, add a to the market card above the slot indicated by the die. If you're playing against the Carthaginians, instead add 2 . If you're playing against the Qin, instead add a . If you rolled a 6, do not place a token.

If you set aside a card at the start of the bot's turn, now place it face down in slot 1.

Then add cards from the bot deck, face down, until all the remaining slots are filled.

If the bot deck is empty and you would normally add a card from the bot deck to a slot, move the top card from the dynasty deck into the bot discard and then shuffle the bot discard to form a new bot deck. Then continue adding cards to slots as normal.

When the ● is added to the bot discard, the bot becomes an empire. Flip its state card to the side. From this point forward, use the nation's empire table when resolving bot cards.

> If you're playing against the **Utopians**, whenever the bot deck is empty and you would normally add a card from the bot deck to a slot, first resolve its **journey card** effect, as listed below its reference table. Then shuffle the bot discard pile to form a new bot deck and continue to add cards.

CHANGES TO GAMEPLAY

All rules in the *Imperium* rulebook for taking your turn, end of round, and resolving cards apply, except for the changes listed in this section.

CHANGES TO CARD EFFECTS

If the bot would normally **draw a card** then instead take the top card from the bot deck if able and place it into the bot discard.
The bot ignores any effects that would make it **discard a card**.
The bot ignores any of *your* effects that would allow it to **return** cards.
Any action the bot takes that steals from you, causes you to discard cards, or forces you to abandon or recall , is considered an , regardless of any icons on the card. If you have an ability that allows you to cancel or ignore an you can use it to stop the negative effect.

CHANGES TO KEYWORDS

ABANDON

If the bot **abandons** a card, put one of its cards in play into the bot discard. If there are multiple in play, the bot abandons the one that was most recently played.

ACQUIRE AND BREAK THROUGH

When the bot **acquires** or **breaks through for** a card, it will always choose the card in the market that is worth the most points. In the case of a tie, it chooses the card in the lowest-numbered slot. Treat all cards as worth 5 victory points and treat all cards as being worth the higher value for this purpose. Treat each on cards as adding one victory point to the card's value.

If the bot breaks through and there are no eligible cards in the market, it takes the top card from the appropriate deck. If it breaks through for a card or a suit for which the appropriate deck is empty, reveal cards from the main deck as normal.

When the bot gains cards, add them to the **top of the bot deck** in the order they were gained. If the bot acquires a card and takes an card as a result, it gains the card first and the card second.

EXILE

If the bot exiles a card from the market, it places the eligible card from the lowest-numbered slot in the market in the exile pile.

The bot will never exile a card with one or more tokens on it. If all cards in the market have tokens on them, it does not exile a card.

RECALL

If the bot recalls a card, put one of its cards in play on top of the bot deck. If there are multiple in play, the bot recalls the one that was most recently played.

RETURN

If the bot returns an card, add it to the unrest pile.
If the bot returns any other card, put it on top of the bot deck.

CHANGES TO SPECIFIC CARDS

KING OF KINGS

If the bot would gain the *King of Kings* card, instead resolve it yourself. Once you have resolved it, flip it face down. **This triggers the end of the game.**

GAME END

The game ends when either **scoring** or **collapse** is triggered.

Scoring is triggered if **one** of the following conditions is met::

1. There are no more cards in the bot's dynasty deck
2. There are no more cards in the main deck
3. You develop the last card in your development area
   This does not trigger if, as the Arthurians, you move the last ✦ card from your quest area.
4. The *King of Kings* card is flipped face down
5. As the Vikings, you place your *Harald Hardrada* ● card into your discard pile
6. As the Arthurians, you play your *Graal* ✦ card
7. As the Utopians, you have at least 24 tokens and trigger the solstice keyword on your *Shangri-La* journey card.

Collapse is triggered if there are ever no cards left in the unrest pile.

SCORING

When scoring is triggered, complete the current round as normal. **Then play one final round,** including resolving the solstice effect on any of your cards.

Add up your victory points in the same way as in the multiplayer game.

Then calculate the bot's victory points:

Every is worth 1 victory point for the bot.

Every 10 and in any combination is worth 1 victory point for the bot.

Score every card in the bot's hand, play area, deck, discard pile, and history. Do not score for cards in the bot's dynasty deck.

A card with an or icon scores the bot victory points equal to the number indicated.

A card with a icon scores the bot the highest number of victory points indicated.

A card with a icon scores the bot 5 victory points.

If you scored more points than the bot, you win.

If you scored equal to or less than the bot, the bot wins.

COLLAPSE

If the game end is triggered by collapse, you lose – even if the bot has more cards than you.

DIFFICULTY LEVELS

Each bot can be played against on five separate difficulty levels, listed below from easiest to hardest. Each difficulty level changes some of the rules described in this booklet. We recommend you start with Chieftain level for your first game.

CHIEFTAIN

During the bot's setup, instead of placing a card from the bot deck under slot marker 5, place an unused token there. This slot counts as filled for the purposes of adding cards from the bot deck to different slots.

On Chieftain difficulty, the bot will take 3 or 4 actions on each turn.

WARLORD

The same as Chieftain level, but at the end of the bot's turn, after refilling the slots, place the top card of the bot deck in the bot discard.

On Warlord difficulty, the bot will take 3 or 4 actions on each turn.

IMPERATOR

No change to the normal rules.

On Imperator difficulty, the bot will take 4 or 5 actions on each turn.

SOVEREIGN

The same as Imperator level, but during setup give the bot 3 , 2 , and 1 . The bot scores 1 victory point for every 5 and in any combination, rather than for every 10.

On Sovereign difficulty, the bot will take 4 or 5 actions on each turn.

OVERLORD

The same as Sovereign level, but during bot setup, place slot marker 6 to the right of slot marker 5. During setup and during the bot's turn, place a card face-down underneath this slot marker. If you roll a 6 at the start of bot's turn, set aside the card in slot 6 as normal but do not add any tokens to the market at end of the bot's turn.

On Overlord difficulty, the bot will take 5 actions on each turn.

CAMPAIGN MODE

Campaign mode allows you to play a series of linked solo games against bots that increase in difficulty. Your objective in campaign mode is to win five games before you lose four games.

To start a campaign, choose a nation to play as. You will play as this nation for every game in the campaign.

Write your name and the name of your nation on an empty campaign log (see page 23).

Play your first game against a bot on Chieftain difficulty.

You can play multiple campaign games against the same nation until you win. You may not choose to play against a nation you have won against.

IF YOU LOSE A CAMPAIGN GAME

Record the date and your score in the campaign log and increase your number of losses by one.

If you ever reach 4 losses, you lose the campaign immediately.

On the next campaign game you play, start with twice as many resources as normal (6 , 4 , and 2). If you lose the next game, do **not** double this bonus.

IF YOU WIN A CAMPAIGN GAME

Record the date and your score in the campaign log. Then, do one of the following:

Select one commons card in your history, deck, discard, or hand that you gained during this game. Write the name of the card in the campaign log and add it to your starting deck for the rest of the campaign.

or

Select one card in your starting deck. Write the name of the card in brackets in the campaign log and return it to the box. It will not be used for the rest of the campaign.

Regardless of your choice, on your next campaign game, play against the bot at a difficulty level that is one higher than in the game you just played.

If you win against a bot on Overlord difficulty (your fifth win), you win the campaign.

SUPREME RULER MODE

If you are regularly winning campaigns and wish for a more challenging mode, try Supreme Ruler Mode. Instead of playing against a bot of increasing difficulty, you need to win 5 games against bots all at the Supreme Ruler difficulty level.

Supreme Ruler level works in the same way as Overlord level, but every time the bot returns an it also gains a . In addition, after every campaign game in which you win, remove an card from the commons deck for the remainder of the campaign.

If you win against the bot on Supreme Ruler difficulty five times, you win a grand campaign!

If you lose, follow the normal procedure for losing a game.

This difficulty level was considered too hard to be included in the standard rules.

NATION REFERENCE TABLES

ARTHURIANS

CARD/ICON	EFFECT
	Gain 1 .
Twrch Trwyth	Exile the next impending unless it is *Graal*. If able, put a from discard into history, otherwise, exile this card.
	Exile a card from the market. Play this .
	Discard the top card of the bot deck if able. Return from discard if able, otherwise gain 1 .
	If able, abandon a to acquire . Otherwise, break through for .
	If able, put a from discard into history to gain the top impending quest. Otherwise, put this card into history and place the top card from the dynasty deck in the discard. Take . **You take .**
	Gain 1 . Put this card into history.
	If able, put a from discard into history to gain the top card. Otherwise put this card into history, gain 1 , and place the top card from the dynasty deck in the discard.
	Break through for . Put this card into history. **You gain 1 .**
Other	Acquire / / / . Put this card into history.

ATLANTEANS

CARD/ICON	EFFECT
	Discard the top card of the bot deck. Return an from discard, if able. Put this card into history.
	Gain 1 . Put this card into history.
Myths and Legends	If able, history a played to gain the top card. Otherwise, steal 1 .
	Exile a card from the market. Play this .
	Acquire / / / . Put this card into history.
Prosperity	Gain 1 per played region. **You MAY draw a card.**
	Acquire / / / . Steal 1 . **You recall a .**
	If able, history a played to acquire any. Otherwise, break through for . Put this card into history.
Other	Place the top card from the dynasty deck into the discard pile. Put this card into history.

CARTHAGINIANS

CARD/ICON	EFFECT
	Gain 1 and 1. Put this card into history.
Glory	Abandon 3 to gain the top card. Otherwise break through for .
	If able, spend 3 to break through for . Otherwise, if able, spend 2 to acquire or . Otherwise, gain 1 and 1 and put this card into history.
	Discard the top card from the bot deck. Play this . Exile a card from the market.
	Gain 1 and 2. Put this card into history.
Prosperity	Discard the top card from the bot deck. Gain 1 and 1 per in play. **You MAY draw a card.**
	Discard the top 3 cards from the bot deck.
Other	If able, spend all to gain the same number of . Otherwise, if able, acquire a . Otherwise discard the top 2 cards from the bot deck.

Place 2 instead of 1 during bot clean-up.

CARTHAGINIANS

CARD/ICON	EFFECT
	Gain 1 . Discard a card from the bot deck. Put this card into history.
	Put this card into history.
	Break through for . Put this card into history. **You abandon a and MAY draw a card.**
Glory	If able, abandon 3 to gain the top card. Otherwise, break through for and **you discard 2 cards**.
	If able, acquire or . Otherwise, gain 1 and **you take** .
	Gain 1 . Play this . Exile a card from the market.
	Gain 2 . Put this card into history.
Other	Put this card into history. If able, spend 2 , or spend 2 , to gain 1 . **You take** .

CELTS

CARD/ICON	EFFECT
	Steal 1 and 1 .
	Spend all to gain the same number of . Put this card into history.
Glory	If able, abandon 3 to gain the top card. Otherwise, discard the top dynasty card and **you take** .
Conquer	If able, spend 3 to break through for . Otherwise, if able, acquire . Otherwise, **you take** .
	If able, acquire . Otherwise, gain 1 , put this card into history, and **you take** .
	Break through for . Put this card into history.
	Gain 1 and 1 . Play this . Exile a card from the market.
	Put this card into history. **You take** .
	Discard the top 4 cards of the bot deck. Put this card into history.
Other	If able, return an from discard pile. Gain 1 . Discard the top card of the bot deck.

CELTS

CARD/ICON	EFFECT
	Put this card into history. **You take** .
	Spend all to gain the same number of . Discard the top 2 cards of the bot deck. Put this card into history.
Glory	If able, abandon 3 to gain the top card. Otherwise, gain 2 .
	Discard the top card of the bot deck. Put this card into history.
	Play this . Exile a card from the market.
	Discard the top card of the bot deck. Put this card into history.
	If able, acquire or . **You take** .
	Acquire / / / . **You gain 2** .
	Gain 2 . Put this card into history.
Other	Put this card into history. **You take** .

EGYPTIANS

CARD/ICON	EFFECT
	Discard the top card from the bot deck. Put this card into history.
Glory	If able, abandon 3 to gain the top card. Otherwise, if able, acquire .
	If able, spend 2 to acquire . Otherwise, if able, spend 2 to acquire or . Otherwise, discard the top card from the bot deck. Put this card into history.
	Gain 1 . Play this . Exile a card from the market.
	Gain 1 . Discard the top card from the bot deck. Put this card into history.
Prosperity	Discard the top card from the bot deck. Gain 1 and 1 per played . **You MAY draw a card.**
Other	If able, abandon a to acquire or . Otherwise, discard the top 2 cards from the bot deck and gain 2 . Put this card into history.

EGYPTIANS

CARD/ICON	EFFECT
	Discard the top card from the bot deck. Return an from discard, if able. Put this card into history
	Gain 1 . Spend all to gain the same number of . Put this card into history.
Glory	If able, abandon 3 to gain the top card. Otherwise, **you discard a card**.
	Gain 1 . Play this . Exile a card from the market.
	If able, acquire . Otherwise, spend all to gain the same number of and put this card into history.
	If able, acquire or . Otherwise, gain 2 . **You discard a card and take** .
Other	Discard the top 2 cards from the bot deck. Put this card into history.

GREEKS

CARD/ICON	EFFECT
	Discard the top 2 cards from the bot deck. Steal 2 . **You gain 1 .**
	Discard the top 3 cards from the bot deck. Put this card into history.
Glory	If able, abandon 3 to gain the top card. Otherwise, break through for .
Advance	If able, spend 1 to break through for . Otherwise, if able acquire .
	Discard the top card from the bot deck. Put this card into history.
	Gain 1 . Play this . Exile a card from the market.
	Gain 1 and 1 . Put this card into history.
Other	If able, spend 2 to break through for . Otherwise, if able, spend 2 to break through for . Otherwise, discard the top 2 cards from the bot deck and put this card into history.

GREEKS

CARD/ICON	EFFECT
	Acquire / / / . **You recall a card.**
	Discard the top 2 cards from the bot deck. Gain 2 . Put this card into history.
Glory	If able, abandon 3 to gain the top card. Otherwise, gain 2 .
	Discard the top card from the bot deck. Put this card into history.
	Discard the top card from the bot deck. Play this . Exile a card from the market.
	Put this card into history.
	If able, acquire or .
Other	If able, spend 3 to acquire . Otherwise, if able, spend 2 to acquire . Otherwise , return an from discard pile if able. Otherwise, gain 1 and put this card into history.

MACEDONIANS

CARD/ICON	EFFECT
	Put this card into history.
Glory	If able, abandon 3 to gain the top card. Otherwise, break through for .
	If able, spend 3 to break through for and put this card into history. Otherwise, if able, spend 3 to acquire or and put this card into history. Otherwise, break through for .
	Gain 1 . Play this . Exile a card from the market.
	Gain 1 .
Prosperity	Discard the top card from the bot deck. Gain 1 and 1 per in play. **You MAY draw a card.**
	Steal 2 . Discard the top card from the bot deck.
Other	Gain 1 per in play. Discard the top card from the bot deck. Put this card into history.

MACEDONIANS

CARD/ICON	EFFECT
	Gain 1 per in play. Put this card into history.
Glory	If able, abandon 3 to gain the top card. Otherwise, if able, acquire a from exile. Otherwise, gain 1 .
	Put this card into history.
	Play this . Exile a card from the market.
	If able, return a from discard pile into play. Put this card into history.
	If able, spend 2 to acquire / / / . Otherwise, place the top card from the dynasty deck into the discard and put this card into history.
Other	Gain 1 per in play. Put this card into history.

MAURYANS

CARD/ICON	EFFECT
Advance	If able, spend 1 to acquire . Otherwise, if able, acquire .
Prosperity	Discard the top card from the bot deck. Gain 1 per in play. **You MAY draw a card.**
	Break through for . **You recall a .**
	Discard the top card from the bot deck. Play this . Exile a card from the market.
	Gain 1 . Discard the top card from the bot deck. Put this card into history.
	Gain 1 .
Other	If able, acquire . If able, return a in discard to the top of the bot deck. Place the top card from the dynasty deck into discard and put this card into history.

MAURYANS

CARD/ICON	EFFECT
	If able, return a in discard to the top of the bot deck. Put this card into history.
	If able, return a in discard to the top of the bot deck. Put this card into history.
Glory	If able, abandon 3 to gain the top card. Otherwise, gain 1 .
	Break through for . Put this card into history. **You recall a .**
	Discard the top card from the bot deck. Play this . Exile a card from the market.
	If able, return an from discard. Otherwise, gain 1 . Put this card into history.
	Gain 1 . Put this card into history.
	If able, return an from discard. Otherwise, gain 1 , and put this card into history.
Other	Gain 1 .

MINOANS

CARD/ICON	EFFECT
	Gain 1 . Put this card into history.
Glory	If able, abandon 3 to gain the top card. Otherwise, break through for .
Advance	If able, spend 1 to acquire . Otherwise, if able, acquire .
Conquer	If able, spend 1 to acquire . Otherwise, if able, acquire .
	Play this . Exile a card from the market.
	Gain 1 . Put this card into history.
	Gain 1 . Put this card into history.
Other	If able, spend 1 to acquire . Otherwise, gain 1 and put this card into history.

MINOANS

CARD/ICON	EFFECT
	Acquire / / / . **You abandon a .**
	Gain 1 . Put this card into history.
Glory	If able, abandon 2 to gain the top card. Otherwise, gain 2 .
	Discard the top card from the bot deck. Put this card into history.
	Play this . Exile a card from the market.
	Discard the top card from the bot deck. Put this card into history.
	Gain 1 per played . Put this card into history. **You gain 2 .**
Other	If able, return an from discard. Otherwise, discard the top card from the bot deck and put this card into history.

OLMECS

CARD/ICON	EFFECT
	Discard the top card from the bot deck.
	Gain 1 . Play this . Exile a card from the market.
	If able, put a from discard pile into history to acquire / / / . Otherwise, gain 1 and put this card into history.
Cacao	If able, return an from discard. Gain 1 . **You MAY return an .**
Other	Place the top card from the dynasty deck into discard

OLMECS

CARD/ICON	EFFECT
	Put this card into history. If able, put a from discard pile into history to acquire / / / . Otherwise, if able, return from discard pile.
Ritual Sacrifice	If able, put a from discard pile into history to gain top . Otherwise discard the top 2 cards from the bot deck.
	Gain 1 . Play this . Exile a card from the market.
	Discard the top card from the bot deck. If able, return an from discard pile. **You take .**
Cacao	If able, return an from discard. Gain 1 . **You MAY return an .**
	Acquire / / / . Put this card into history.
	Gain 1 . Discard the top card from the bot deck.
	Gain 1 . If able, acquire . If able, return a from discard pile to the top of the bot deck. Put this card into history.
Other	Gain 1 . Put this card into history.

PERSIANS

CARD/ICON	EFFECT
	Discard the top 3 cards from the bot deck. Put this card into history.
Glory	If able, abandon 3 to gain the top card. Otherwise, break through for .
	Gain 2 and 2 . Discard the top card from the bot deck. Put this card into history
	If able, spend 3 to break through for and put this card into history. Otherwise, if able, spend 2 to acquire or . Otherwise gain 1 and 1 and put this card on top of the bot deck.
	Gain 1 . Play this . Exile a card from the market.
	If able, acquire . Put this card into history.
Prosperity	Discard the top card from the bot deck. Gain 1 and 1 per in play. **You MAY draw a card.**
Other	If able, acquire . Otherwise, if able, acquire . Otherwise, put this card into history

PERSIANS

CARD/ICON	EFFECT
	Spend 3 to gain 1 as many times as possible. Put this card into history.
Glory	If able, abandon 3 to gain the top card. Otherwise, place the top card from the dynasty deck into the discard.
	Put this card into history.
	Gain 2 . Put this card into history.
	Break through for . **You gain 2 . You take .**
	Play this . Exile a card from the market.
	Put this card into history.
	Acquire / / / . Put this card into history.
Other	If able, acquire . Otherwise, gain 1 .

QIN

CARD/ICON	EFFECT
	Gain 1 and 1. Put this card into history.
Glory	If able, abandon 3 to gain the top card. Otherwise, gain 1.
	If able, acquire. If you have at least one in play, **you recall a** and the bot abandons a, if able.
	If able, spend 3 to break through for. Otherwise, if able, spend 1 to acquire or. Otherwise gain 1 and 1 and put this card into history.
	Gain 1. Play this. Exile a card from the market.
	Add 1 to the market card in the slot matching the number on the die. Acquire a card that has 1 or more on it. Put this card into history. **You MAY draw a card.**
Other	Gain 1 and 1 per in play. If able, return an from discard pile. Put this card into history.

Place 1 instead of 1 during bot clean-up.

QIN

CARD/ICON	EFFECT
	Spend all to gain the same number of. Discard the top card from the bot deck. Put this card into history.
	Put this card into history. Add 1 to the market card in the slot matching the number on the die.
	If able, acquire. If you have at least one in play, **you recall a** and the bot abandons a if able.
Glory	If able, abandon 3 to gain the top card. Otherwise, gain 1.
	Play this. Exile a card from the market. Add 1 to the market card in the slot matching the number on the die.
	If able, return an from discard. If able, acquire a card that has 1 or more on it. Put this card into history.
	If able, spend 1 to discard the top card from the bot deck and gain 1. Otherwise, put this card into history.
Other	Acquire / / / . If able, spend 1 to gain 1. Put this card into history.

ROMANS

CARD/ICON	EFFECT
	You recall a. You take.
	Spend all to gain the same number of. Put this card into history.
Glory	If able, abandon 3 to gain the top card. Otherwise, gain 1 and **you recall a.**
	Discard the top card from the bot deck. Play this. Exile a card from the market.
	Gain 1. Put this card into history.
Advance	If able, spend 5 to break through for. Otherwise, if able, acquire. Otherwise, gain 1.
Prosperity	Discard the top card from the bot deck. Gain 1 and 1 per in play. **You MAY draw a card.**
	If able, spend 3 to break through for. Otherwise, if able, acquire. Otherwise, gain 1.
	Discard the top 2 cards from the bot deck. Gain 1. Put this card into history.
Other	Gain 2.

ROMANS

CARD/ICON	EFFECT
	Put this card into history.
	Spend all to gain the same number of. Put this card into history.
	You discard a card. You abandon a.
Glory	If able, abandon 3 to gain the top card. Otherwise, **you discard 2 cards.**
Prosperity	Gain 1 and 1 per in play. **You MAY draw a card.**
	Gain 1. Play this. Exile a card from the market.
	Discard the top card from the bot deck. Put this card into history.
	Discard the top 2 cards from the bot deck. Put this card into history.
	Break through for. Put this card into history.
Other	If able, spend 3 to gain 1. Gain 1. Put this card into history.

SCYTHIANS

CARD/ICON	EFFECT
	Discard the top 2 cards from the bot deck. **You recall a.** If you are an, steal 1.
Conquer	If able, spend 4 to break through for. Otherwise, if able, acquire. Otherwise, gain 1.
Advance	If able, spend 4 to break through for. Otherwise, if able, acquire. Otherwise, gain 1.
	Gain 1. Play this. Exile a card from the market.
	Discard the top 2 cards from the bot deck. Gain 2. Put this card into history.
	If there is 1 or more in play, gain 1 per in play. Otherwise, break through for.
	If able, return an from discard. Otherwise, break through for and put this card into history.
Other	If able, return an from discard. Otherwise, if able, acquire. Otherwise, put this card into history.

SCYTHIANS

CARD/ICON	EFFECT
	Gain 1 per in play. Put this card into history.
Glory	If able, abandon 3 to gain the top card. Otherwise, spend all and discard a number of cards from the bot deck equal to half the materials paid, rounding up.
	If able, return an from discard pile. Put this card into history.
	Gain 1. Play this. Exile a card from the market.
	Discard the top card from the bot deck. Put this card into history.
	Gain 2. **You discard a card.**
	Gain 1. Put this card into history.
Other	If able, spend 3 to break through for and put this card into history. Otherwise, gain 1 and acquire if able.

UTOPIANS / 2

CARD/ICON	EFFECT
	Gain 2 and 2 . Put this card into history.
	Discard the top 2 cards from the bot deck. Gain 1 . **You MAY draw a card.**
	If able, return an from discard. Otherwise, discard the top card from the bot deck, gain 1 , and put this card into history.
	If able, return an from discard. Otherwise, discard the top card from the bot deck, gain 2 , and put this card into history.
	If able, return an from discard. Exile a card from the market. Put this card into history.
	If there are no in discard, acquire or if able and put this card into history. Otherwise, if able, return a from discard to the top of the bot deck to gain 1 and 1 , and then, if able, place a from discard into history to acquire / / / .
Charity	Discard the top card from the bot deck. Gain 1 . **You gain 2 .**
Meditation	If able, return a from discard to the top of the bot deck. Break through for . **You MAY draw a card.**
Other	Acquire / / / . Gain 1 . Put this card into history. **You MAY return .**

Whenever the bot deck is empty and you would normally add a card from the bot deck to a slot, first resolve its journey card effect below.

UTOPIANS JOURNEY TABLE

CARD/ICON	EFFECT
Vision of Shangri-La	If > 5, spend all , flip this card, and acquire if able. Otherwise, place an in discard pile after shuffling the deck.
Path to Shangri-La	If > 5, spend all , replace with Gates of Shangri-La, and take the top card. Otherwise, place an in discard pile after shuffling the deck.
Gates of Shangri-La	If > 5, spend all , flip this card, and take the top card. Otherwise, gain 1 and place an in discard pile after shuffling the deck.
Shangri-La	If > 24, take the top card, and TRIGGER GAME END. Otherwise, gain 2 , place an in discard pile after shuffling the deck, and **you gain 1** .

VIKINGS 2

CARD/ICON	EFFECT
	Steal 2 , if able. Spend 1 to acquire or if able. **You discard a card.**
	If able, return an from discard. Acquire / / / . Put this card into history.
Glory	If able, abandon 3 to gain the top card. Otherwise, discard the top card from the bot deck and steal 2 .
	If able, spend 3 to acquire . Play this . Exile a card from the market.
	Place the top card from the dynasty deck into the discard. If able, put a from discard into play. Put this card into history.
	If able, spend 3 to acquire . Otherwise, discard the top 2 cards from the bot deck and gain 1 and 1 .
	Gain 1 . Place the top card from the dynasty deck into the discard. Put this card into history.
Other	If able, return an from discard. Otherwise, if able, acquire from exile. Otherwise, if able, abandon to place the top card from the dynasty deck into the discard. Otherwise, gain the top card and put this into history.

CAMPAIGN LOGS

PLAYER NAME			PLAYER NATION	
PLAYER SCORE	**BOT NATION**	**BOT SCORE**	**WIN/LOSE**	**CARD ADDED (REMOVED)**

PLAYER NAME			PLAYER NATION	
PLAYER SCORE	**BOT NATION**	**BOT SCORE**	**WIN/LOSE**	**CARD ADDED (REMOVED)**

PLAYER NAME			PLAYER NATION	
PLAYER SCORE	**BOT NATION**	**BOT SCORE**	**WIN/LOSE**	**CARD ADDED (REMOVED)**

QUICK REFERENCE SHEET

TURN STRUCTURE

ACTIVATE OR INNOVATE OR REVOLT

THEN

CLEAN UP

Activate: take up to 3 actions and use up to 5 exhaust abilities.
Innovate: discard hand, then break through for , , , or .
Revolt: return any cards in hand to unrest pile.

CLEAN UP

1. Add 1 to market
2. Clear and tokens
3. Discard any number of cards
4. Draw up to hand size of 5

RESHUFFLING

If **:** add top card of nation deck to discard pile, then shuffle discard into deck and exhaust nation pile.
If card added is ●, flip state card to .

If **:** pay development cost to develop card. Add that card to discard pile, then shuffle discard into deck and exhaust development area.

COLLAPSE

If unrest pile is empty, game ends immediately. Player with fewest wins.

SCORING

Game ends if one of the following is true:

1. Main deck is empty
2. One player's development area is empty
3. *King of Kings* is flipped face down
4. Vikings take *Harald Hardrada* ●
5. Arthurians play *Graal* ✦
6. Utopians trigger *Shangri-La* with 24+

Complete the current round and play one final round.

Player with most points wins:

= 1 victory point

= X victory points

= scores victory points as specified if the indicated condition is met

= variable points as specified, **up to 10**